

PUPPET MASTER

All New Adventures Based On Characters And Situations Created In The Hit Movie

David de Vries Script Coloring

Glenn Lumsden Artwork Lettering

Tom Smith Cover Coloring

Dave Olbrich
Publisher

Chris Ulm
Editor-In-Chief

Mickie Villa Dan Danko Editorial Assistants

Tom Mason
Creative Director

Special thanks to Charles Band and Mickey Kaiserman

Comics Aren't Scary? Yeah, Right.

Comics aren't supposed to be scary. It's supposed to be beyond the range of the medium. Movies can be scary because you, the audience, have no control over what you will see next or the speed at which things happen. You are at the mercy of the filmmaker. With a comic, you can see the murder on panel six while you're still reading panel one. You can stop, flick through to the end, go off and get a drink...There are a hundred ways to break the spell.

Comics aren't supposed to be scary.

So why, then, does the world of *Puppet Master* give me the creeps?

The answer, I believe, is in the question: The Puppet Master has created its own world, a world in which each gun shot matters, each conversation is important, each action has its reaction and no character is so supremely in control that they are ever truly safe.

This impression I got from Dave's script affected me profoundly. I no longer wanted to be just "the illustrator." I wanted to be "co-story teller," I gladly have forsaken lots of artsy-fartsy layouts and designs and meaningless up-thenostril poster shots. They're fine for covers, but how often are they used by artists to show off, to the detriment of the story and, ultimately, the reader? Isn't the illustrator just breaking the spell in order to say "Hey, look at me, not the comic"?

I want the world of *Puppet Master* to be visually as realistic, consistent and grown up as the written story. I want the characters to be recognizable for their physiognomy, not just generic comic book square-jawed types. I want furniture that looks real, in rooms that could exist. I want the puppets to be a genuine menace. I want the spell to stay unbroken.

Comics not scary? I wonder... Glenn

Tanunda, 1991.

Our Story Thus Far: With Andre Toulon, the "Puppet Master," dead by his own hand, the search is on for his deadly puppets and the secrets they hold.

PUPPET MASTER #3 (of 4) March, 1991. **Published** monthly by Etemity Comics, a division of Malibu Graphics, Inc., 1355 Lawrence Drive #212, Newbury Park. CA 91320. 805/499-3015. \$2,50/\$3,00 In Canada. Puppet Master is trademarked and copyright © 1991 Full Moon Etertainment, Inc. All rights reserved. All other contents © 1991 Malibu Graphics, Inc. otherwise specified. Any similarity to persons living or dead is purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the consent of Malibu Graphics, Inc. and Full Moon Entertainment, Inc. Printed in the USA. No subscriptions available. SCOTT ROSENBERG President **CHRIS ULM** Vice-President TOM MASON Secretary DAVE **OLBRICH** Treasurer CHRISTINE HSU Controller

Recommended For Mature Readers



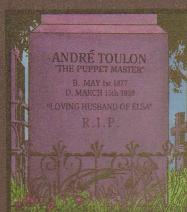
























VERY POSSIBLE... GREETINGS COUSIN ...

























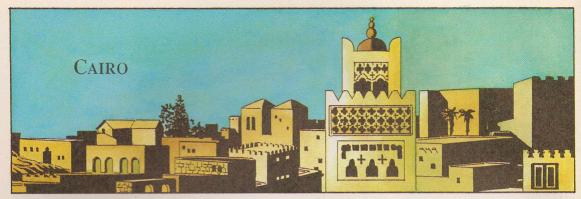
















































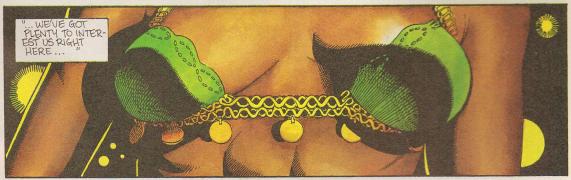




























"IT BEGAN OVER TWELVE MONTHS AGO IN BERLIN. ANDRE TOULON AND HIS WIFE ELSA WERE ACCUSED OF SEDITION BY A MEMBER OF THE HITLER YOUTH ...



"... WHEN I AND MY STAFF PAID THEM A VISIT... TOULON'S WIFE WAS KILLED WHILE ATTACKING THE CHILD...





